

**Glossary**

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## Glossary

**access.** To obtain data from or put data in storage.

**access permission.** A group of designations that determine who can access a particular AIX file and how the user may access the file.

**account.** The login directory and other information that give a user access to the system.

**active service.** A code service relationship between a client and a server where the client is dependent on accessing overmounted server directories to get execution access to required programs and functions. Contrast with *passive service*. See also *client* and *server*.

**activity manager.** A collection of system-supplied tasks allowing users to manage their activities. Provides the ability to list current activities (Activity List) and to begin, cancel, hide, and activate activities.

**All Points Addressable (APA) display.** A display that allows each pixel to be individually addressed. An APA display allows for images to be displayed that are not made up of images predefined in character boxes. Contrast with *character display*.

**allocate.** To assign a resource, such as a disk file or a diskette file, to perform a specific task.

**alphabetic.** Pertaining to a set of letters a through z.

**alphanumeric character.** Consisting of letters, numbers and often other symbols, such as punctuation marks and mathematical symbols.

**American National Standard Code for Information Interchange (ASCII).** The code developed by ANSI for information interchange among data processing systems, data communications systems, and associated equipment. The ASCII character set consists of 7-bit control characters and symbolic characters.

**American National Standards Institute (ANSI).** An organization sponsored by the Computer and Business Equipment Manufacturers Association for establishing voluntary industry standards.

**application.** A program or group of programs that apply to a particular business area, such as the Inventory Control or the Accounts Receivable application.

**application program.** A program used to perform an application or part of an application.

**argument.** Numbers, letters, or words that change the way a command works.

**ASCII.** See *American National Standard Code for Information Interchange*.

**attribute.** A characteristic. For example, the attribute for a displayed field could be blinking.

**audit.** To review and examine the activities of a data processing system mainly to test the adequacy and effectiveness of procedures for data privacy and data integrity.

**audit bin.** A file containing unprocessed audit records.

**audit class.** A list of events that define which actions taken on a system are recorded. They



are defined by the administrator of the system in the user data base.

**audit event.** An action (such as a command or access) taken on a system, which can be recorded by the system.

**audit trail.** A collection of events that could compromise system security recorded in the order in which they occurred.

**auto carrier return.** The system function that places carrier returns automatically within the text and on the display. This is accomplished by moving whole words that exceed the line end zone to the next line.

**backend.** The program that sends output to a particular device. There are two types of backends: friendly and unfriendly.

**background process.** (1) A process that does not require operator intervention that can be run by the computer while the work station is used to do other work. (2) A mode of program execution in which the shell does not wait for program completion before prompting the user for another command.

**backup copy.** A copy, usually of a file or group of files, that is kept in case the original file or files are unintentionally changed or destroyed.

**backup diskette.** A diskette containing information copied from a fixed disk or from another diskette. It is used in case the original information becomes unusable.

**backup format.** A compressed file format. When the backup command makes a copy of a file, it writes the file in this format. A file in this format must be restored by the restore command before it can be used.

**backup format file.** (1) A file in backup format. (2) In a code-server environment, a file in backup format that contains a copy of an install or update distribution media for a program.

**bad block.** A portion of a disk that can never be used reliably.

**base address.** The beginning address for resolving symbolic references to locations in storage.

**base name.** The last element to the right of a full path name. A filename specified without its parent directories.

**batch printing.** Queueing one or more documents to print as a separate job. The operator can type or revise additional documents at the same time. This is a background process.

**batch processing.** A processing method in which a program or programs process records with little or no operator action. This is a background process. Contrast with *interactive processing*.

**big word.** A collection of alphanumeric characters defined by the collation table and bounded by blanks, tabs, or new-line indicators.

**binary.** (1) Pertaining to a system of numbers to the base two; the binary digits are 0 and 1. (2) Involving a choice of two conditions, such as on-off or yes-no.

**bit.** Either of the binary digits 0 or 1 used in computers to store information. See also *byte*.

**block.** (1) A group of records that is recorded or processed as a unit. Same as *physical record*. (2) In data communications, a group of records that is recorded, processed, or sent as a unit. (3) A block is 512 bytes long. (4) A logical block is 2048 bytes long.

**block file.** A file listing the usage of blocks on a disk.

**block special file.** A special file that provides access to an input or output device is capable of supporting a file system. See also *character special file*.

**bootstrap.** A small program that loads larger programs during system initialization.

**branch.** In a computer program an instruction that selects one of two or more alternative sets of instructions. A conditional branch occurs only when a specified condition is met.

**breakpoint.** A place in a computer program, usually specified by an instruction, where execution may be interrupted by external intervention or by a monitor program.

**buffer.** (1) A temporary storage unit, especially one that accepts information at one rate and delivers it at another rate. (2) An area of storage, temporarily reserved for performing input or output, into which data is read, or from which data is written.

**burst pages.** On continuous-form paper, pages of output that can be separated at the perforations.

**byte.** The amount of storage required to represent one character; a byte is 8 bits.

**call.** (1) To activate a program or procedure at its entry point. Compare with *load*.

**callouts.** An AIX kernel parameter establishing the maximum number of scheduled activities that can be pending simultaneously.

**cancel.** To end a task before it is completed.

**carrier return.** (1) In text data, the action causing line ending formatting to be performed at the current cursor location followed by a line advance of the cursor. Equivalent to the carriage return of a typewriter. (2) A keystroke generally indicating the end of a command line.

**case sensitive.** Able to distinguish between uppercase and lowercase letters.

**character.** A letter, digit, or other symbol.

**character display.** A display that uses a character generator to display predefined character boxes of images (characters) on the

screen. This kind of display cannot address the screen any less than one character box at a time. Contrast with *All Points Addressable display*.

**character key.** A keyboard key that allows the user to enter the character shown on the key. Compare with *function keys*.

**character position.** On a display, each location that a character or symbol can occupy.

**character set.** A group of characters used for a specific reason; for example, the set of characters a printer can print or a keyboard can support.

**character special file.** A special file that provides access to an input or output device. The character interface is used for devices that do not use block I/O. See also *block special file*.

**character string.** A sequence of consecutive characters.

**character variable.** The name of a character data item whose value may be assigned or changed while the program is running.

**child.** (1) Pertaining to a secured resource, either a file or library, that uses the user list of a parent resource. A child resource can have only one parent resource. (2) In the AIX Operating System, child is a *process* spawned by a parent process that shares resources of parent process. Contrast with *parent*.

**C language.** A general-purpose programming language that is the primary language of the AIX Operating System.

**class.** Pertaining to the I/O characteristics of a device. AIX devices are classified as block or character.

**client.** In a code service environment, a system that is dependent on a server to provide it with programs or access to programs.

**client partial.** The subset of control information or files in a program install or



update distribution that is node unique. That is, those files that must be locally installed on a client for it to successfully run the program in an active-service environment. See also *client*.

**close.** (1) To end an activity and remove that window from the display.

**code.** (1) Instructions for the computer.  
(2) To write instructions for the computer; to *program*. (3) A representation of a condition, such as an error code.

**code page.** In AIX, arrays of code points representing characters that establish ordinal sequence (numeric order) of characters. AIX uses 256-character code pages. Code page P0 consists of 1-byte characters that represent the ASCII, ISO, and EBCDIC character sets and additional characters and symbols. Lower code page P0 (0-127 ordinal) is the ASCII character set. Additional code pages consist of code points for 2-byte character representations.

**code point.** A 1- or 2-byte representation of a character. A byte can contain a single-shifted bit that indicates that the second byte is a part of the same code. In AIX (but not in Japanese Language Support), a byte can contain a single-shifted bit that indicates the code page of the character. Again in AIX, the second byte (only byte in the case of a 1-byte character) places the character in the code page array.

**code segment.** See *segment*.

**code server.** A system that is providing a code service for other computers on a network. See also *code service*.

**code service.** An integrated process where one or more server systems provide access via a Distributed Services network for any number of client systems to the code and functions of AIX and other programs. See also *server* and *Distributed Services network*.

**collating sequence.** The sequence in which characters are ordered within the computer for sorting, combining, or comparing.

**collation.** The process of character and string sorting based on alphabetical order, and, in AIX, on equivalence class. Japanese Language Support uses character class rather than equivalence class.

**color display.** A display device capable of displaying more than two colors and the shades produced via the two colors, as opposed to a monochrome display.

**column.** A vertical arrangement of text or numbers.

**column headings.** Text appearing near the top of columns of data for the purpose of identifying or titling.

**command.** A request to perform an operation or run a program. When parameters, arguments, flags, or other operands are associated with a command, the resulting character string is a single command.

**command interpreter.** A program that sends instructions to the kernel; also called an interface.

**command line.** The area of the screen where commands are displayed as they are typed.

**command line editing keys.** Keys for editing the command line.

**command programming language.** Facility that allows programming by the combination of commands rather than by writing statements in a conventional programming language.

**compile.** (1) To translate a program written in a high-level programming language into a machine language program. (2) The computer actions required to transform a source file into an executable object file.

**compress.** (1) To move files and libraries together on disk to create one continuous area of unused space. (2) In data communications, to delete a series of duplicate characters in a character string.

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**concatenate.** (1) To link together. (2) To join two character strings.

**condition.** An expression in a program or procedure that can be evaluated to a value of either true or false when the program or procedure is running.

**configuration.** The group of machines, devices, and programs that make up a computer system. See also *system customization*.

**configuration file.** A file that specifies the characteristics of a system or subsystem, for example, the AIX queueing system.

**consistent.** Pertaining to a file system, without internal discrepancies.

**console.** (1) The main AIX display station. (2) A device name associated with the main AIX display station.

**constant.** A data item with a value that does not change. Contrast with *variable*.

**context search.** A search through a file whose target is a character string.

**control block.** A storage area used by a program to hold control information.

**control commands.** Commands that allow conditional or looping logic flow in shell procedures.

**control program.** Part of the AIX Operating System system that determines the order in which basic functions should be performed.

**controlled cancel.** The system action that ends the job step being run, and saves any new data already created. The job that is running can continue with the next job step.

**copy.** The action by which the user makes a whole or partial duplicate of already existing data.

**crash.** An unexpected interruption of computer service, usually due to a serious hardware or software malfunction.

**current directory.** The directory that is active, and can be displayed with the **pwd** command.

**current line.** The line on which the cursor is located.

**current working directory.** See *current directory*.

**cursor.** (1) A movable symbol (such as an underline) on a display, used to indicate to the operator where the next typed character will be placed or where the next action will be directed. (2) A marker that indicates the current data access location within a file.

**cursor movement keys.** The directional keys used to move the cursor.

**customize.** To describe (to the system) the devices, programs, users, and user defaults for a particular data processing system.

**cylinder.** All fixed disk or diskette tracks that can be read or written without moving the disk drive or diskette drive read/write mechanism.

**daemon.** See *daemon process*.

**daemon process.** A process begun by the root or the root shell that can be stopped only by the root. Daemon processes generally provide services that must be available at all times such as sending data to a printer.

**data block.** See *block*.

**data communications.** The transmission of data between computers, or remote devices or both (usually over long distance).

**data stream.** All information (data and control information) transmitted over a data link.

**dbos.** The minimum set of AIX programs that must be present to provide code service.



**debug.** (1) To detect, locate, and correct mistakes in a program. (2) To find the cause of problems detected in software.

**default.** A value that is used when no alternative is specified by the operator.

**default directory.** The directory name supplied by the operating system if none is specified.

**default drive.** The drive name supplied by the operating system if none is specified.

**default value.** A value stored in the system that is used when no other value is specified.

**delete.** To remove. For example, to delete a file.

**dependent work station.** A work station having little or no stand alone capability, that must be connected to a host or server in order to provide any meaningful capability to the user.

**device.** An electrical or electronic machine that is designed for a specific purpose and that attaches to your computer, for example, a printer, plotter, disk drive, and so forth.

**device driver.** A program that operates a specific device, such as a printer, disk drive, or display.

**device name.** A name reserved by the system that refers to a specific device.

**diagnostic.** Pertaining to the detection and isolation of an error.

**diagnostic aid.** A tool (procedure, program, reference manual) used to detect and isolate a device or program malfunction or error.

**diagnostic routine.** A computer program that recognizes, locates, and explains either a fault in equipment or a mistake in a computer program.

**digit.** Any of the numerals from 0 through 9.

**directory.** A type of file containing the names and controlling information for other files or other directories.

**disable.** To make nonfunctional.

**discipline.** Pertaining to the order in which requests are serviced, for example, first-come-first-served (fcfs) or shortest job next (sjn).

**disk I/O.** Fixed-disk input and output.

**diskette.** A thin, flexible magnetic plate that is permanently sealed in a protective cover. It can be used to store information copies from the disk or another diskette.

**diskette drive.** The mechanism used to read and write information on diskettes.

**display device.** An output unit that gives a visual representation of data.

**display screen.** The part of the display device that displays information visually.

**display station.** A device that includes a keyboard from which an operator can send information to the system and a display screen on which an operator can see the information sent to or received from the computer.

**Distributed Services.** A licensed program that allows you to use both local and remote directories and files to build file trees.

**Distributed Services network.** A network that is running Distributed Services. See also Distributed Services.

**dump.** (1) To copy the contents of all or part of storage, usually to an output device.  
(2) Data that has been dumped.

**dump diskette.** A diskette that contains a dump or is prepared to receive a dump.

**dump formatter.** Program for analyzing a dump.

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**EBCDIC.** See *extended binary-coded decimal interchange code*.

**EBCDIC character.** Any one of the symbols included in the 8-bit EBCDIC set.

**edit.** To modify the form or format of data.

**edit buffer.** A temporary storage area used by an editor.

**editor.** A program used to enter and modify programs, text, and other types of documents and data.

**emulation.** Imitation; for example, when one computer imitates the characteristics of another computer.

**enable.** To make functional.

**enter.** To send information to the computer by pressing the **Enter** key.

**entry.** A single input operation on a work station.

**environment.** The settings for shell variables and paths set associated with each process. These variables can be modified later by the user.

**equivalence class.** In AIX, a grouping of characters (or character strings) that are considered equal for purposes of collation. For example, many languages place an uppercase character in the same equivalence class as its lowercase form, but other languages distinguish between accented and unaccented character forms for the purpose of collation.

**error-correct backspace.** An editing key that performs editing based on a cursor position; the cursor is moved one position toward the beginning of the line, the character at the new cursor location is deleted, and all characters following the cursor are moved one position toward the beginning of the line (to fill the vacancy left by the deleted element).

**escape character.** A character that suppresses the special meaning of one or more characters that follow.

**exit value.** A numeric value that a command returns to indicate whether or not the command completed successfully. Some commands return exit values that give other information, such as whether a file exists. Shell programs can test exit values to control branching and looping.

**expression.** A representation of a value. For example, variables and constants appearing alone or in combination with operators.

**extended binary-coded decimal interchange code (EBCDIC).** A set of 256 eight-bit characters.

**feature.** A programming or hardware option, usually available at an extra cost.

**field.** (1) An area in a record or panel used to contain a particular category of data. (2) The smallest component of a record that can be referred to by a name.

**FIFO.** See *first-in-first-out*.

**file.** A collection of related data that is stored and retrieved by an assigned name.

**file name.** The name used by a program to identify a file. See also *label*.

**filename.** In DOS, that portion of the file name that precedes the extension.

**file specification (filespec).** The name and location of a file. A file specification consists of a drive specifier, a path name, and a file name.

**file system.** The complete structure of directories and files contained on a physical or logical mass storage device, such as a diskette or minidisk.

**filetab.** An AIX kernel parameter establishing the maximum number of files that can be open simultaneously.



**file tree.** The complete directory and file structure of a particular node, starting at the root directory. A file tree contains all local and remote mounts performed on minidisks, directories, and files.

**filter.** A command that reads standard input data, modifies the data, and sends it to standard output.

**first-in-first-out (FIFO).** A named permanent pipe. A FIFO allows two unrelated processes to exchange information using a pipe connection.

**first level interrupt handler (FLIH).** A routine that receives control of the system as a result of a hardware interrupt. One FLIH is assigned to each of the six interrupt levels.

**fixed disk.** A flat, circular, nonremoveable plate with a magnetic surface layer on which data can be stored by magnetic recording.

**fixed-disk drive.** The mechanism used to read and write information on fixed disk.

**flag.** A modifier that appears on a command line with the command name that defines the action of the command. Flags in the AIX Operating System almost always are preceded by a dash.

**flattened character.** In AIX, an ASCII character created by translating an extended character to its ASCII equivalent in appearance. Code point information is lost; the character cannot be retranslated to an extended character.

**font.** A family or assortment of characters of a given size and style.

**foreground.** A mode of program execution in which the shell waits for the program specified on the command line to complete before returning your prompt.

**format.** (1) A defined arrangement of such things as characters, fields, and lines, usually

used for displays, printouts, or files. (2) The pattern which determines how data is recorded.

**formatted diskette.** A diskette on which control information for a particular computer system has been written but which may or may not contain any data.

**free list.** A list of available space on each file system. This is sometimes called the free-block list.

**free-block list.** See *free list*.

**full install.** A complete installation of AIX or other programs.

**full path name.** The name of any directory or file expressed as a string of directories and files beginning with the root directory.

**function.** A synonym for procedure. The C language treats a function as a data type that contains executable code and returns a single value to the calling function.

**function keys.** Keys that request actions but do not display or print characters. Included are the keys that normally produce a printed character, but when used with the code key produce a function instead. Compare with *character key*.

**generation.** For some remote systems, the translation of configuration information into machine language.

**Gid.** See *group number*.

**global.** Pertains to information available to more than one program or subroutine.

**global action.** An action having general applicability, independent of the context established by any task.

**global character.** The special characters \* and ? that can be used in a file specification to match one or more characters. For example, placing a ? in a file specification means any character can be in that position.

**global search.** The process of having the system look through a document for specific characters, words, or groups of characters.

**global variable.** A symbol defined in one program module, but used in other independently assembled program modules.

**graphic character.** A character that can be displayed or printed.

**group name.** A name that uniquely identifies a group of users to the system.

**group number (Gid).** A unique number assigned to a group of related users. The group number can often be substituted in commands that take a group name as an argument.

**hardware.** The equipment, as opposed to the programming, of a computer system.

**header.** Constant text that is formatted to be in the top margin of one or more pages.

**header label.** A special set of records on a diskette describing the contents of the diskette.

**here document.** Data contained within a shell program or procedure (also called *inline input*).

**highlight.** To emphasize an area on the display by any of several methods, such as brightening the area or reversing the color of characters within the area.

**history file.** A file containing a log of system actions and operator responses.

**hog factor.** In system accounting, an analysis of how many times each command was run, how much processor time and memory it used, and how intensive that use was.

**home directory.** (1) A directory associated with an individual user. (2) The user's current directory on login or after issuing the **cd** command with no argument.

**I/O.** See *input/output*.

**ID.** Identification.

**IF expressions.** Expressions within a procedure, used to test for a condition.

**indirect block.** A block containing pointers to other blocks. Indirect blocks can be single-indirect, double-indirect, or triple-indirect.

**informational message.** A message providing information to the operator, that does not require a response.

**initial program load (IPL).** The process of loading the system programs and preparing the system to run jobs. See *initialize*.

**initialize.** To set counters, switches, addresses, or contents of storage to zero or other starting values at the beginning of, or at prescribed points in, the operation of a computer routine.

**inline input.** See *here document*.

**i-node.** The internal structure for managing files in the system. I-nodes contain all of the information pertaining to the node, type, owner, and location of a file. A table of i-nodes is stored near the beginning of a file system.

**i-number.** A number specifying a particular i-node on a file system.

**inodetab.** A kernel parameter that establishes a table in memory for storing copies of i-nodes for all active files.

**input.** Data to be processed.

**input device.** Physical devices used to provide data to a computer.

**input file.** A file opened by a program so that the program can read from that file.

**input list.** A list of variables to which values are assigned from input data.

**input redirection.** The specification of an input source other than the standard one.



**input-output file.** A file opened for input and output use.

**input-output device number.** A value assigned to a device by the virtual machine or to a virtual device by the virtual resource manager. This number uniquely identifies the device regardless of whether it is real or virtual.

**input/output (I/O).** Pertaining to either input, output, or both between a computer and a device.

**input/output subsystem.** That part of the VRM comprised of processes and device managers that provides the mechanism for data transfer and I/O device management and control.

**interactive processing.** A processing method in which each system user action causes response from the program or the system. Contrast with *batch processing*.

**interface.** A shared boundary between two or more entities. An interface might be a hardware component to link two devices together or it might be a portion of storage or registers accessed by two or more computer programs.

**interleave factor.** Specification of the ratio between contiguous physical blocks (on a fixed disk) and logically contiguous blocks (as in a file).

**interrupt.** (1) To temporarily stop a process. (2) In data communications, to take an action at a receiving station that causes the sending station to end a transmission. (3) A signal sent by an I/O device to the processor when an error has occurred or when assistance is needed to complete I/O. An interrupt usually suspends execution of the currently executing program.

**IPL.** See *initial program load*.

**job.** (1) A unit of work to be done by a system. (2) One or more related procedures or programs grouped into a procedure.

**job queue.** A list, on disk, of jobs waiting to be processed by the system.

**justify.** To print a document with even right and left margins.

**kbuffers.** An AIX kernel parameter establishing the number of buffers that can be used by the kernel.

**K-byte.** See *kilobyte*.

**kernel.** A part of the AIX Operating System which participates in the control of computer functions such as input/output, management and control of hardware and software, and scheduling of user processes.

**kernel parameters.** Variables that specify how the kernel allocates certain system resources.

**key pad.** A physical grouping of keys on a keyboard (for example, numeric key pad, and cursor key pad).

**keyboard.** An input device consisting of various keys allowing the user to input data, control cursor and pointer locations, and to control the dialog between the user and the display station

**keylock feature.** A security feature in which a lock and key can be used to restrict the use of the display station.

**keyword.** One of the predefined words of a programming language; a reserved word.

**keyword argument.** One type of variable assignment that can be made on the command line.

**kill.** An AIX Operating System command that stops a process.

**kill character.** The character that is used to delete a line of characters entered after the user's prompt.

**kilobyte.** 1024 bytes.

**kprocs.** A kernel parameter establishing the maximum number of processes that the kernel can run simultaneously.

**label.** (1) The name in the disk or diskette volume table of contents that identifies a file. See also *file name*. (2) The field of an instruction that assigns a symbolic name to the location at which the instruction begins, or such a symbolic name.

**left margin.** The area on a page between the left paper edge and the leftmost character position on the page.

**left-adjust.** The process of aligning lines of text at the left margin or at a tab setting such that the leftmost character in the line or filed is in the leftmost position. Contrast with *right-adjust*.

**library.** A collection of functions, calls, subroutines, or other data.

**licensed program product (LPP).** Software programs that remain the property of the manufacturer, for which customers pay a license fee.

**line editor.** An editor that modifies the contents of a file one line at a time.

**linefeed.** An ASCII character that causes an output device to move forward one line.

**link.** A connection between an i-node and one or more file names associated with it.

**literal.** A symbol or a quantity in a source program that is itself data, rather than a reference to data.

**load.** (1) To move data or programs into storage. (2) To place a diskette into a diskette

drive, or a magazine into a diskette magazine drive. (3) To insert paper into a printer.

**loader.** A program that reads run files into main storage, thus preparing them for execution.

**local.** Pertaining to a device directly connected to your system without the use of a communications line. Contrast with *remote*.

**log.** To record; for example, to log all messages on the system printer. A list of this type is called a log, such as an error log.

**log in.** To begin a session at a display station.

**login shell.** The program, or command interpreter, started for a user at login.

**log off.** To end a session at a display station.

**log out.** To end a session at a display station.

**logical device.** A file for conducting input or output with a physical device.

**login user ID.** The ID set by the system for a user at login.

**loop.** A sequence of instructions performed repeatedly until an ending condition is reached.

**main program.** A primary or control program. See also *program*.

**main storage.** The part of the processing unit where programs are run.

**maintenance system.** A special version of the AIX Operating System which is loaded from diskette and used to perform system management tasks.

**major device number.** A system identification number for each device or type of device.

**mapped files.** Files on the fixed disk that are accessed as if they are in memory.



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**mask.** A pattern of characters that controls the keeping, deleting, or testing of portions of another pattern of characters.

**matrix.** An array arranged in rows and columns.

**maxprocs.** A kernel parameter establishing the maximum number of processes that can be run simultaneously by a user.

**memory.** Storage on electronic chips. Examples of memory are random access memory, read only memory, or registers. See *storage*.

**menu.** A displayed list of items from which an operator can make a selection.

**message.** (1) A response from the system to inform the operator of a condition which may affect further processing of a current program. (2) Information sent from one user in a multiuser operating system to another.

**minidisk.** A logical division of a fixed disk.

**minor device number.** A number used to specify various types of information about a particular device, for example, to distinguish among several printers of the same type.

**mode word.** An i-node field that describes the type and state of the i-node.

**modem.** See *modulator-demodulator*.

**modulation.** Changing the frequency or size of one signal by using the frequency or size of another signal.

**modulator-demodulator (modem).** A device that converts data from the computer to a signal that can be transmitted on a communications line, and converts the signal received to data for the computer.

**module.** (1) A discrete programming unit that usually performs a specific task or set of tasks. Modules are subroutines and calling programs

that are assembled separately, then linked to make a complete program. (2) See *load module*.

**mount.** To make accessible to a file system or file tree. AIX allows local file and directory mounts. Distributed Services permits those file mounts to occur for a remote node.

**mountab.** A kernel parameter establishing the maximum number of file systems that can be mounted simultaneously.

**multiprogramming.** The processing of two or more programs at the same time.

**multivolume file.** A diskette file occupying more than one diskette.

**nest.** To incorporate a structure or structures of some kind into a structure of the same kind. For example, to nest one loop (the nested loop) within another loop (the nesting loop); to nest one subroutine (the nested subroutine) within another subroutine (the nesting subroutine).

**network.** A collection of products connected by communication lines for information exchange between locations.

**new-line character.** A control character that causes the print or display position to move to the first position on the next line.

**node.** An individual system connected to a network.

**null.** Having no value, containing nothing.

**null character (NUL).** The character hex 00, used to represent the absence of a printed or displayed character.

**numeric.** Pertaining to any of the digits 0 through 9.

**object code.** Machine-executable instruction, usually generated by a compiler from source code written in a higher level language. Consists of directly executable machine code. For programs that must be linked, object code consists of relocatable machine code.

**octal.** A base eight numbering system.

**open.** To make a file available to a program for processing.

**operating system.** Software that directs and controls the hardware and software in the computer system in which the operating system resides, by providing services such as resource allocation, scheduling, input/output control, and data management.

**operation.** A specific action (such as move, add, multiply, load) that the computer performs when requested.

**operator.** A symbol representing an operation to be done.

**output.** The result of processing data.

**output devices.** Physical devices used by a computer to present data to a user.

**output file.** A file that is opened by a program so that the program can write to that file.

**output redirection.** The specification of an output destination other than the standard one.

**overmount.** A mount in which the path to the mount point and the path to the mounted object are the same. For example in a code server environment you might mount a server's /usr/lib over a client's /usr/lib.

**override.** (1) A parameter or value that replaces a previous parameter or value. (2) To replace a parameter or value.

**overwrite.** To write output into a storage or file space that is already occupied by data.

**owner.** The user who has the highest level of access authority to a data object or action, as defined by the object or action.

**pad.** To fill unused positions in a field with dummy data, usually zeros or blanks.

**page.** A block of instructions, data, or both.

**page space minidisk.** The area on a fixed disk that temporarily stores instructions or data currently being run. See also *minidisk*.

**pagination.** The process of adjusting text to fit within margins and/or page boundaries.

**paging.** The action of transferring instructions, data, or both between real storage and external page storage.

**parallel processing.** The condition in which multiple tasks are being performed simultaneously within the same activity.

**parameter.** Information that the user supplies to a panel, command, or function.

**parent.** Pertaining to a secured resource, either a file or library, whose user list is shared with one or more other files or libraries. Contrast with *child*.

**parent directory.** The directory one level above the current directory.

**partition.** See *minidisk*.

**passive service.** A code service relationship between a client and a server where the client accesses a server, installs one or more programs from files on the server then disconnects and runs as a stand-alone system. Contrast with *active service*. See also *client* and *server*.

**password.** A string of characters that, when entered along with a user identification, allows an operator to sign on to the system.

**password security.** A program product option that helps prevent the unauthorized use of a display station, by checking the password entered by each operator at sign-on.

**path name.** See *full path name* and *relative path name*.

**pattern-matching character.** Special characters such as \* or ? that can be used in search patterns. Some used in a file specification to match one or more characters.



For example, placing a ? in a file specification means any character can be in that position. Pattern-matching characters are also called wildcards.

**permission code.** A three-digit octal code, or a nine-letter alphabetic code, indicating the access permissions. The access permissions are read, write, and execute.

**permission field.** One of the three-character fields within the permissions column of a directory listing indicating the read, write, and run permissions for the file or directory owner, group, and all others.

**phase.** One of several stages file system checking and repair performed by the **fsck** command.

**physical device.** See *device*.

**physical file.** An indexed file containing data for which one or more alternative indexes have been created.

**physical record.** (1) A group of records recorded or processed as a unit. Same as *block*. (2) A unit of data moved into or out of the computer.

**PID.** See *process ID*.

**pipe.** To direct the data so that the output from one process becomes the input to another process.

**pipeline.** A direct, one-way connection between two or more processes.

**pitch.** A unit of width of typewriter type, based on the number of times a letter can be set in a linear inch. For example, 10-pitch type has 10 characters per inch.

**platen.** The support mechanism for paper on a printer, commonly cylindrical, against which printing mechanisms strike to produce an impression.

**pointer.** A logical connection between physical blocks.

**port.** (1) To make the programming changes necessary to allow a program that runs on one type of computer to run on another type of computer. (2) An access point for data input to or data output from a computer system. See *connector*.

**position.** The location of a character in a series, as in a record, a displayed message, or a computer printout.

**positional parameter.** A shell facility for assigning values from the command line to variables in a program.

**print queue.** A file containing a list of the names of files waiting to be printed.

**printout.** Information from the computer produced by a printer.

**priority.** The relative ranking of items. For example, a job with high priority in the job queue will be run before one with medium or low priority.

**priority number.** A number that establishes the relative priority of printer requests.

**privileged instructions.** System control instructions that can only run in the processor's privileged state (VRM mode). Privileged instructions generally manipulate virtual machines or the memory manager; they typically are not used by application programmers. See *privileged state*.

**privileged state.** A hardware protection state in which the processor can run privileged instructions.

**privileged user.** The account with superuser authority.

**problem determination.** The process of identifying why the system is not working. Often this process identifies programs,

equipment, data communications facilities, or user errors as the source of the problem.

**problem determination procedure.** A prescribed sequence of steps aimed at recovery from, or circumvention of, problem conditions.

**procedure.** See *shell procedure*.

**process.** (1) A sequence of actions required to produce a desired result. (2) An entity receiving a portion of the processor's time for executing a program. (3) An activity within the system begun by entering a command, running a shell program, or being started by another process.

**process accounting.** An analysis of the use each process makes of the processing unit, memory, and I/O resources.

**process ID (PID).** A unique number assigned to a process that is running.

**profile.** (1) A file containing customized settings for a system or user (2) Data describing the significant features of a user, program, or device.

**program.** A file containing a set of instructions conforming to a particular programming language syntax.

**prompt.** A displayed request for information or operator action.

**propagation time.** The time necessary for a signal to travel from one point on a communications line to another.

**qdaemon.** The daemon process that maintains a list of outstanding jobs and sends them to the specified device at the appropriate time.

**queue.** A line or list formed by items waiting to be processed.

**queued message.** A message from the system that is added to a list of messages stored in a file for viewing by the user at a later time. This

is in contrast to a message that is sent directly to the screen for the user to see immediately.

**quit.** A key, command, or action that tells the system to return to a previous state or stop a process.

**quote.** To mask the special meaning of certain characters; to cause them to be taken literally.

**random access.** An access mode in which records can be read from, written to, or removed from a file in any order.

**readonly.** Pertaining to file system mounting, a condition that allows data to be read, but not modified.

**recovery procedure.** (1) An action performed by the operator when an error message appears on the display screen. Usually, this action permits the program to continue or permits the operator to run the next job. (2) The method of returning the system to the point where a major system error occurred and running the recent critical jobs again.

**redirect.** To divert data from a process to a file or device to which it would not normally go.

**reference count.** In an i-node, a record of the total number of directory entries that refer to the i-node.

**relational expression.** A logical statement describing the relationship (such as greater than or equal) of two arithmetic expressions or data items.

**relational operator.** The reserved words or symbols used to express a relational condition or a relational expression.

**relative address.** An address specified relative to the address of a symbol. When a program is relocated, the addresses themselves will change, but the specification of relative addresses remains the same.



**relative addressing.** A means of addressing instructions and data areas by designating their locations relative to some symbol.

**relative path name.** The name of a directory or file expressed as a sequence of directories followed by a file name, beginning from the current directory.

**remote.** Pertaining to a system or device that is connected to your system through a communications line. Contrast with *local*.

**reserved character.** A character or symbol that has a special (nonliteral) meaning unless quoted.

**reserved word.** A word that is defined in a programming language for a special purpose, and that must not appear as a user-declared identifier.

**reset.** To return a device or circuit to a clear state.

**restore.** To return to an original value or image. For example, to restore a library from diskette.

**right adjust.** The process of aligning lines of text at the right margin or tab setting such that the rightmost character in the line or file is in the rightmost position.

**right justify.** See right align.

**right margin.** The area on a page between the last text character and the right upper edge.

**right-adjust.** To place or move an entry in a field so that the rightmost character of the field is in the rightmost position. Contrast with *left-adjust*.

**root.** Another name sometimes used for superuser.

**root directory.** The top level of a tree-structured directory system.

**root file system.** The basic AIX Operating System file system, which contains operating

system files and onto which other file systems can be mounted. The root system is the file system that contains the files that are run to start the system running.

**routine.** A set of statements in a program causing the system to perform an operation or a series of related operations.

**run.** To cause a program, utility, or other machine function to be performed.

**run-time environment.** A collection of subroutines and shell variables that provide commonly used functions and information for system components.

**scratch file.** A file, usually used as a work file, that exists until the program that uses it ends.

**screen.** See *display screen*.

**scroll.** To move information vertically or horizontally to bring into view information that is outside the display screen boundaries.

**second level interrupt handler (SLIH).** A routine that handles the processing of an interrupt from a specific adapter. An SLIH is called by the first level interrupt handler associated with that interrupt level.

**sector.** (1) An area on a disk track or a diskette track reserved to record information. (2) The smallest amount of information that can be written to or read from a disk or diskette during a single read or write operation.

**security.** The protection of data, system operations, and devices from accidental or intentional ruin, damage, or exposure.

**segment.** A contiguous area of virtual storage allocated to a job or system task. A program segment can be run by itself, even if the whole program is not in main storage.

**separator.** A character used to separate parts of a command or file.

**sequential access.** An access method in which records are read from, written to, or removed from a file based on the logical order of the records in the file.

**server.** (1) On a network, the computer that contains programs, data, or provides the facilities to be accessed by other computers on the network. (2) A program that handles protocol, queueing, routing, and other tasks necessary for data transfer between devices in a computer system. (3) An application program that usually runs in the background (daemon) and is controlled by the System Program Controller.

**session records.** In the accounting system, a record of time connected and line usage for connected display stations, produced from login and logoff records.

**set flags.** Flags that can be put into effect with the shell set command.

**shared printer.** A printer that is used by more than one work station.

**shell.** A program that accepts and interprets commands for the operating system, such as sh, csh, and the DOS shell program. Also called a *shell program*.

**shell procedure.** A series of commands contained in a file that carry out a particular function when the file is run or when the file is specified as an argument to the sh command. Also called a *shell script*.

**shell program.** See *shell*.

**shell prompt.** The character string on the command line indicating that the system can accept a command (typically the \$ character).

**shell script.** See *shell procedure*.

**shell variables.** Facilities of the shell program for assigning variable values to constant names.

**shutdown.** The process of ending the operation of a system or a subsystem by following a defined procedure.

**size field.** In an i-node, a field that indicates the size, in bytes, of the file associated with the i-node.

**software.** Programs.

**sort.** To rearrange some or all of a group of items based upon the contents or characteristics of those items.

**source diskette.** The diskette containing data to be copied, compared, restored, or backed up.

**source program.** A set of instructions written in a programming language, that must be translated to machine language compiled before the program can be run.

**special character.** A character other than an alphabetic or numeric character. For example; \*, +, and % are special characters.

**special file.** Used in the AIX Operating System to provide an interface to input/output devices. There is at least one special file for each device connected to the computer. Contrast with *directory* and *file*. See also *block special file* and *character special file*.

**spool files.** Files used in the transmission of data among devices.

**standalone shell.** A limited version of the shell program used for system maintenance.

**stand-alone system.** See *stand-alone work station*.

**stand-alone work station.** (1) A work station that can be used to perform tasks independent of (without being connected to) other resources such as servers or host systems. (2) A node that either does not have Distributed Services installed or is acting in ways that do not use the function provided by Distributed Services.



**standard error (STDERR).** The place where many programs place error messages.

**standard input (STDIN).** The primary source of data going into a command. Standard input comes from the keyboard unless redirection or piping is used, in which case standard input can be from a file or the output from another command.

**standard output (STDOUT).** The primary destination of data coming from a command. Standard output goes to the display unless redirection or piping is used, in which case standard output can be to a file or another command.

**stanza.** A group of lines in a file that together have a common function. Stanzas are usually separated by blank lines, and each stanza has a name.

**statement.** An instruction in a program or procedure.

**status.** (1) The current condition or state of a program or device. For example, the status of a printer. (2) The condition of the hardware or software, usually represented in a status code.

**STDERR.** See *standard error*.

**STDIN.** See *standard input*.

**STDOUT.** See *standard output*.

**storage.** (1) The location of saved information. (2) In contrast to memory, the saving of information on physical devices such as disk or tape. See *memory*.

**storage device.** A device for storing and/or retrieving data.

**string.** A linear sequence of entities such as characters or physical elements. Examples of strings are alphabetic string, binary element string, bit string, character string, search string, and symbol string.

**su.** See *superuser*.

**subdirectory.** A directory contained within another directory in the file system hierarchy.

**subprogram.** A program invoked by another program. Contrast with *main program*.

**subroutine.** (1) A sequenced set of statements that may be used in one or more computer programs and at one or more points in a computer program. (2) A routine that can be part of another routine. See also *routine*.

**subscript.** An integer or variable whose value refers to a particular element in a table or an array.

**subshell.** An instance of the shell program started from an existing shell program.

**substring.** A part of a character string.

**subsystem.** A secondary or subordinate system, usually capable of operating independently of, or synchronously with, a controlling system.

**superblock.** The most critical part of the file system containing information about every allocation or deallocation of a block in the file system.

**superuser (su).** The user who can operate without the restrictions designed to prevent data loss or damage to the system (user ID 0).

**superuser authority.** The unrestricted ability to access and modify any part of the operating system that is associated with the user who manages the system. The authority obtained when one logs in as **root**.

**system.** The computer and its associated devices and programs.

**system call.** A request by an active process for a service by the system kernel.

**system customization.** A process of specifying the devices, programs, and users for a particular data processing system.

**system date.** The date assigned by the system user during setup and maintained by the system.

**system dump.** A copy of memory made whenever an error stops the system. Contrast with *task dump*.

**system management.** The tasks involved in maintaining the system in good working order and modifying the system to meet changing requirements.

**system parameters.** See *kernel parameters*.

**system profile.** A file containing the default values used in system operations.

**system unit.** The part of the system that contains the processing unit, the disk drives, and the diskette drives.

**system user.** A person who uses a computer system.

**target diskette.** The diskette to be used to receive data from a source diskette.

**task.** A basic unit of work to be performed. Examples are a user task, a server task, and a processor task.

**task dump.** A copy of memory associated program that failed (and its data). Contrast with *system dump*.

**terminal.** An input/output device containing a keyboard and either a display device or a printer. Terminals usually are connected to a computer and allow a person to interact with the computer.

**text.** A type of data consisting of a set of linguistic characters (for example, alphabet, numbers, and symbols) and formatting controls.

**text application.** A program defined for the purpose of processing text data (for example, memos, reports, and letters).

**text editing program.** See *editor* and *text application*.

**texttab.** A kernel parameter establishing the size of the text table, in memory, that contains one entry each active shared program text segment.

**trace.** To record data that provides a history of events occurring in the system.

**trace table.** A storage area into which a record of the performance of computer program instructions is stored.

**track.** A circular path on the surface of a fixed disk or diskette on which information is magnetically recorded and from which recorded information is read.

**trap.** An unprogrammed, hardware-initiated jump to a specific address. Occurs as a result of an error or certain other conditions.

**tree-structured directories.** A method for connecting directories such that each directory is listed in another directory except for the root directory, which is at the top of the tree.

**truncate.** To shorten a field or statement to a specified length.

**trusted communications path.** A secure path to the system, invoked with a key sequence and used when entering or changing security-relevant information in the system. Used, for example, when changing passwords or logging in to the system.

**trusted computing base.** The total of all system components, both hardware and software, that protect data in the system.

**trusted program.** A program which assures proper function and is known to be free of programs that can compromise security.

**trusted shell.** A modified command interpreter that provides a restricted environment to perform administrative tasks in a secure manner.



**typematic key.** A key that repeats its function multiple times when held down.

**typestyle.** Characters of a given size, style and design.

**Uid.** See *user number*.

**update.** An improvement for some part of the system.

**user.** The name associated with an account.

**user account.** See *account*.

**user ID.** See *user number*.

**user name.** A name that uniquely identifies a user to the system.

**user number (Uid).** (1) A unique number identifying an operator to the system. This string of characters limits the functions and information the operator is allowed to use. The Uid can often be substituted in commands that take a user's name as an argument.

**user profile.** A file containing a description of user characteristics and defaults (for example, printer assignment, formats, group ID) to be conveyed to the system while the user is signed on.

**utility.** A service; in programming, a program that performs a common service function.

**valid.** (1) Allowed. (2) True, in conforming to an appropriate standard or authority.

**value.** (1) In Usability Services, information selected or typed into a pop-up. (2) A set of characters or a quantity associated with a parameter or name. (3) In programming, the contents of a storage location.

**variable.** A name used to represent a data item whose value can change while the program is running. Contrast with *constant*.

**verify.** To confirm the correctness of something.

**version.** Information in addition to an object's name that identifies different modification levels of the same logical object.

**virtual device.** A device that appears to the user as a separate entity but is actually a shared portion of a real device. For example, several virtual terminals may exist simultaneously, but only one is active at any given time.

**virtual machine.** The hardware-independent portion (kernel, shells, libraries, and other subsystems) of the AIX Operating System and user applications.

**virtual machine interface (VMI).** A standard software interface between the kernel and the Virtual Resource Manager.

**virtual resource manager (VRM).** A portion of the AIX Operating System that provides various services, interfaces and run-time routines, through which AIX controls the IBM RT hardware and peripherals.

**virtual resources.** See *virtual resource manager*.

**virtual storage.** Addressable space that appears to be real storage. From virtual storage, instructions and data are mapped into real storage locations.

**virtual terminal.** Any of several logical equivalents of a display station available at a single physical display station.

**Volume ID (Vol ID).** A series of characters recorded on the diskette used to identify the diskette to the user and to the system.

**VRM.** See *virtual resource manager*.

**wildcard.** See *pattern-matching characters*.

**word.** A contiguous series of 32 bits (4 bytes) in storage, addressable as a unit. The address of the first byte of a word is evenly divisible by four.

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**work file.** A file used for temporary storage of data being processed.

**work station.** A device at which an individual may transmit information to, or receive information from, a computer for the purpose of performing a task, for example, a display

station or printer. See *programmable work station* and *dependent work station*.

**working directory.** See *current directory*.

**wrap around.** Movement of the point of reference in a file from the end of one line to the beginning of the next, or from one end of a file to the other.



